

Lone Wolf Club Newsletters

Newsletter – 1987 Summer Special

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Brian Williams is the main illustrator of the later Lone Wolf Club Newsletters.

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Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Paul Haskell – providing better quality scans of artwork taken from the books.

Simon Osborne – creator and maintainer of this document.

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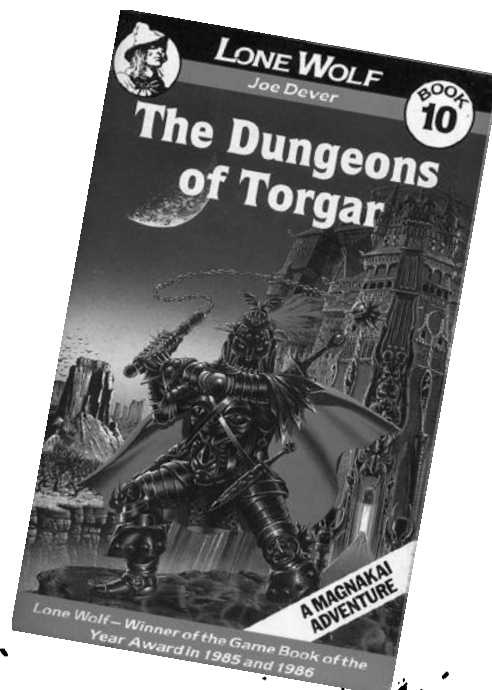
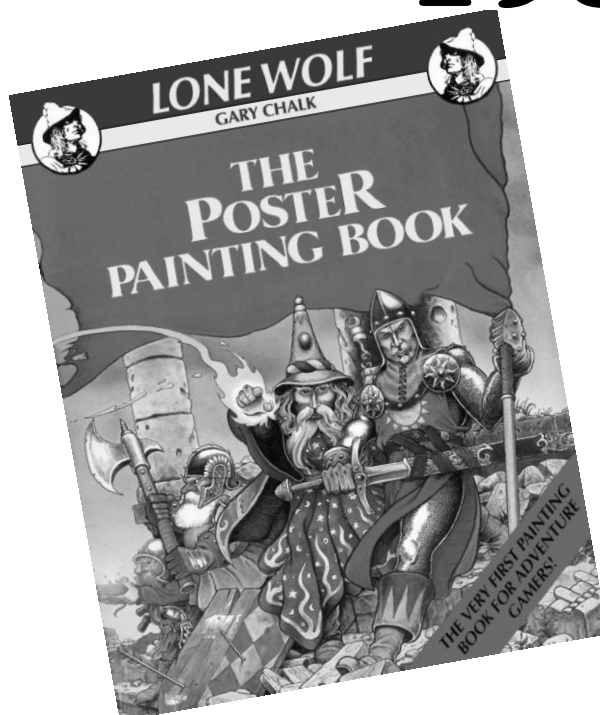
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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



SUMMER SPECIAL 1987

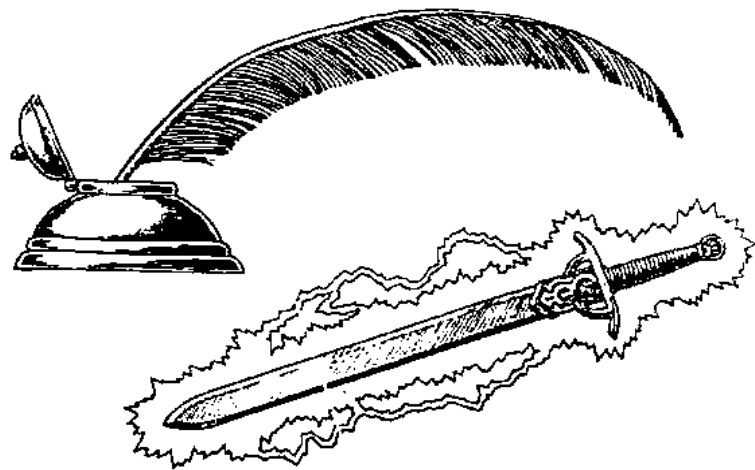


The latest titles in the Lone Wolf series. See page 10 for more details and special 'DUNGEONS OF TORGAR' priority order form . . .



Monastery Mailbag

A SELECTION OF LETTERS
FROM LONE WOLF FANS



On page 42/43 of the *Magnumund Companion*, what weapons are the two foot soldiers using in the training park? Also, what is the room next to the Armoury?

(Stephen Roe, Bristol)

The two Kai Guardians depicted in the Monastery illustrations are training with weapons called 'Toran Hammers'. They consist of a six-foot shaft of fire-hardened oak with a heavy hammerhead at its top. Narrow strips of steel are nailed down each side of the shaft to prevent the head from being chopped off during combat, and two sharp spikes protrude from the tip and the rear of the hammer. The Kai used these weapons to counter attacks by Drakkarim cavalry.



STEEL HEAD OF A TORAN HAMMER

The room to the left of the Armoury is the Marshalling Room. Here, patrols were organised prior to scouting missions in the Durncrag Range. A stout door leads from this chamber directly to the outside grounds.

What happens to the Crocaryx now that their stewardship of the Lorestone of Tahou has ended?

(Michael Hawrylkiw, Cheshire)

Following Lone Wolf's discovery of the Lorestone of Tahou, the Crocaryx become extinct within the lifespan of one generation. Their existence has been prolonged by the God Kai, contrary to the natural laws of time,

in order that they should protect the Lorestone until Lone Wolf's coming. Once the Lorestone was removed from the city of Zaaryx the power that protected them disappeared and they quickly succumbed to the ravages of time that they had previously been shielded against for many thousands of years.

In Lone Wolf Book 8, ref. no. 169, you 'lose a grip of your Weapon.' Can you retrieve it, or must it be erase from your *Action Chart*?

(Paul Fox, Dublin)

If you win the combat against the Vordak you are able to retrieve the Weapon and keep it noted on your *Action Chart*.

When you complete a Lone Wolf adventure, do you renew your ENDURANCE points to their original total for the next adventure?

(Stephen Turnbull, Warrington)

All lost ENDURANCE points are regained at the end of an adventure. If you have completed any new Lore-circles by finishing an adventure successfully, the bonuses you gain to your COMBAT SKILL and ENDURANCE are added to this basic score prior to the next adventure.

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO: LONE WOLF CLUB

BEAVER BOOKS
BROOKMOUNT HOUSE
62-65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW



In the Basic series (Books 1–5) I possessed the Kai Discipline of Healing and was able to restore 1 ENDURANCE point for every section I passed through in which I was not involved in combat. Now that I am a Kai Master with the Magnakai Discipline of Curing I can no longer benefit from my basic Healing skills . . . or can I?

(Greg Smith, Corby)

If you have completed all five of the Basic series books you can add +1 ENDURANCE as per the rules of Healing. This advantage will benefit all those Kai Masters who have completed the Basic series books prior to tackling the Magnakai series.



When I was captured in Book 9, all my Weapons were taken from me. Can I retrieve them at the end of the book?

(Robert Weighill, Woking)

Yes. The South Gate Guard would definitely allow the 'Saviour of Tahou' to have his Weapons back!

In some books you can choose Fireseeds at the start. It says '3 Fireseeds'—if you take all three does this mean you have taken three separate items from the five you are allowed to pick?

(Colman Perkins, Portland USA)

The Fireseeds are Special Items which count only as one item no matter how many of them you possess. However, when you have them be sure to note how many you have left. Also, for the purposes of determining your maximum number of Special Items (12), all Fireseeds count as one item.

Where is the grave of Sun Eagle, the first Kai Grand Master?

(Glenn Innes, Scotland)

Sun Eagle, who was a Baron of Toran, is buried in a tomb in the middle of the city of Toran in northern Sommerlund.

Could you correct a possible mistake made in ref. no. 258 of Lone Wolf Book 7—Castle Death?

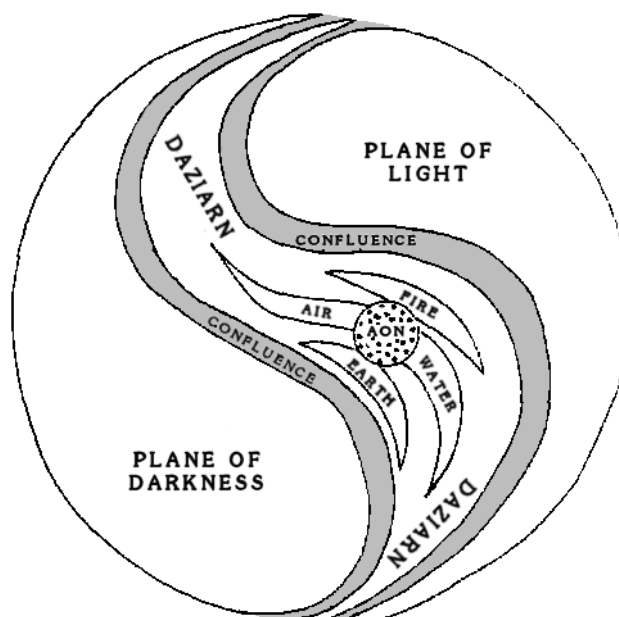
The first option given in this section is incorrect. The correct ref. no. should be:

If you have a Kalte Firesphere, a Lantern, or a Torch & Tinderbox, turn to 49.

In a previous newsletter you gave details of the various Planes of Existence that comprise the universe of Lone Wolf. Is it possible to show how these Planes all fit together?

(Barry Earl, Queensland, Australia)

The following diagram shows how the many planes of existence are related to each other. Unfortunately, because it is drawn on a flat piece of paper, it cannot show the three-dimensional aspects, channels and gates between the planes. Further details are revealed in Lone Wolf 11: The Prisoners of Time, which is set in the Daziarn Plane.



The Companion Postscript The Vassa Nations

THE GREAT SADI DESERT

The earliest settlers of the Vassa peoples were the tough nomads who took control of this vast sea of sand. The reputation enjoyed by these nomads for being the most feared and most fearless of all human warriors, struck terror in the hearts of their enemies for over a thousand years. After the Great Alliance of MS 4650, the Sadi Nomads were used by the Wytch-King as assault troops during the invasion and occupation of the south. But the promise of land and riches that was their reward as part of the alliance pact never materialised, and as a consequence the Sadi Nomads waged war on Shadaki in MS 4860.

THE ZULTANATE OF COLEASIA

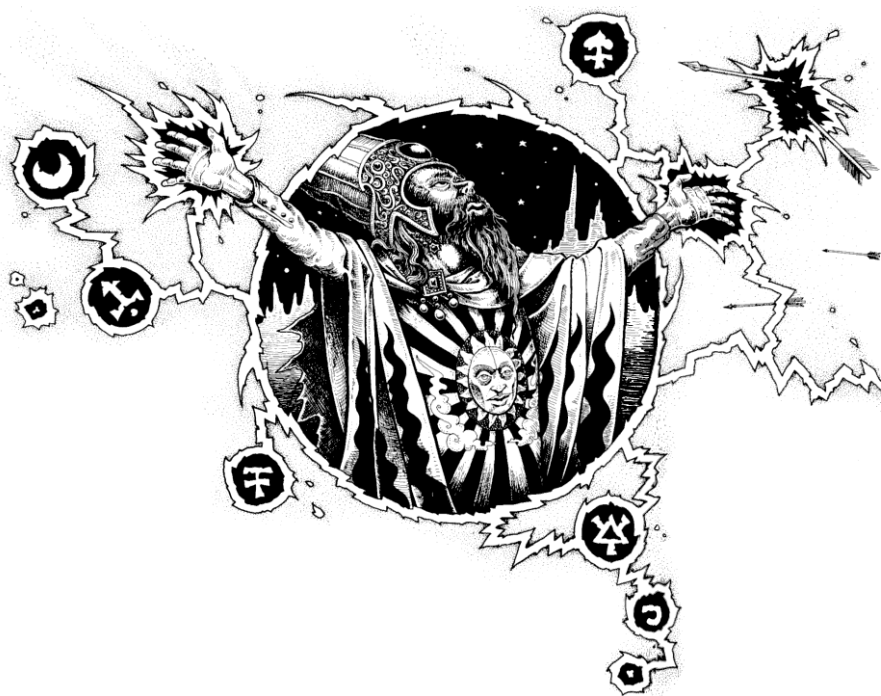
The state of Cloeasia came into being in the year MS 2950. It was formed by exiles from Vassagonia and displaced rebels from the coastal region of southern Durenor. It maintains a shaky independence from Vassagonia, but has lost much of its former territory and wealth due to geological and political upheaval in the Lastlands. It is currently one-fifth of its original size, and its population is less than 30% of the original number when first it established self-rule.

THE REPUBLIC OF ANARI

The natural protection afforded by the Chah Mountains has enabled Anari to repel hostile Vassagonian armies for over three centuries. It was once a much larger state which stretched to the borders of Casiorn, but defeat at the hands of the Black Zakhan reduced their territories by half. A strong alliance exists with Kakush, Lourden, Firalond and Slovia, and Slovia Mercenaries account for almost seventy percent of the President's army.

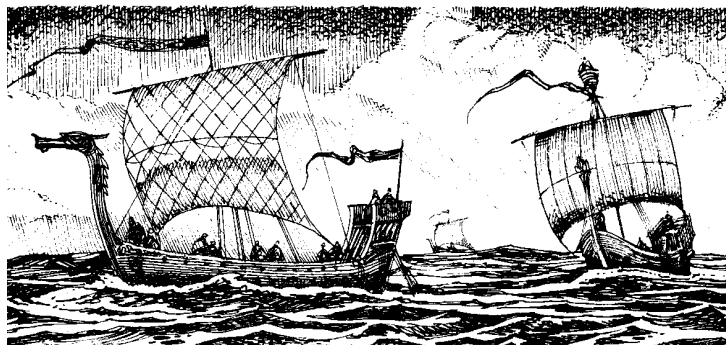
THE IMPERIAL EMIRATE OF KAKUSH

In MS 4301, a nomadic Vassa tribe called the Kakushi broke with nomadic tradition and established a permanent settlement on the plain of south-western Vassagonia. They constructed the city of Nikesa and forged strong links of trade and friendship with Dessi, Anari and Firalond. However, since the rise of the Vassagonian Empire they have suffered great losses in wars against their former kinsmen.



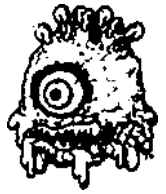
THE LAKURI ISLES

The Lakuri pirates have terrorised the coasts of the Kuri Sea for many centuries. Their volcanic island base is heavily fortified and has withstood many attacks, notably by Durenese and Vassagonian fleets. They have been known to raid merchantmen as far south as the Gulf of Tentarium, where the sight of their red-sailed ships strikes fear into the hearts of captains and crews.





The Drakkarim / Agarashi Nations



THE DARK REALM OF SKAROR



The hills of Skaror have long had a sinister reputation for harbouring creatures of evil. In 5518 MS, the tunnels that honeycomb the Karak and Ogian highlands were invaded by the creatures of Agarash the Damned, and for many centuries they bred and multiplied in their underground warrens until called upon by their master to swell his legions during the War of One Thousand Years. When Naaros fell, most of the Skarorian horde was exterminated. It was not until MS 2650, with the arrival of the barbaric Drakkarim, that Skaror was occupied by humankind. In MS 3150, Skaror allied itself to the Darklands and became a territory under their control.

THE HELOTRY OF NYRAS



The timbered wastes and heaths of Nyras were once Northern Lencia, until they were lost to the invading Drakkarim during the Darkdawn War (MS 2606–10). The Lencians mounted a series of campaigns and crusades to recapture their territory, but they all proved costly and fruitless. The Drakkarim built a mighty fortress on the ruins of Gamir, the former Lencian capital, and named it Nagamir after their victory. In MS 3150, Nyras allied itself to the Darklords of Helgedad, and Nagamir was renamed Darke in their honour.

THE HELOTRY OF NYVOZ



This forested wilderness north of the great Hellswamp became a refuge for bandits and outlaws during the Golden Age of the Shianti. Gradually, they banded together to form a bandit kingdom, and enjoyed great success raiding the territories of Eru and Northern Lencia. When the Drakkarim arrived, the bandit kingdom fled to the sanctuary of the Hammerlands, leaving the city of Kagorst in ruins. The Darklords took control of Nyvoz in MS 3152, and Kagorst was rebuilt as a city-fortress by their Giak slaves.

THE DARKLORDSHIP OF ZALDIR

Zaldir was the first place to fall to the Drakkarim in MS 2591. The city of Shpydar (formerly Vinaldo) was besieged and its inhabitants massacred by the barbaric Drakkarim. In MS 3140 the Drakkarim were themselves overrun by an invasion from the Tadatizaga. The Darklords tricked the Zaldirians into allowing their Giak armies into their land in order to repel the invaders; when the war was won, it was the Darklords who took control of Zaldir and promptly crushed all who dared to oppose their rule.



SWAMP OF MAAKENMIRE

The geography of the Lastlands underwent dramatic change during the formation of the Maakengorge in MS 3055. Formerly an expanse of rolling grassland, the Maakenmire Swamp was created when a vast bowl of land sank below sea level as the tremors of the shifting land spread eastwards. Fearsome, semi-intelligent rep-tiles, notably the Kwaraz and Gourgaz, emerged from the Maakenmire and inhabited the newly-formed swamps. The island stronghold of V'ka is rumoured to contain many thousands of these hostile creatures.



THE INFERNAL HELLSWAMP

This shifting, seething morass of quaking mires and fathomless pools is home to many giant reptilians and humanoid amphibians. It harbours a myriad carnivorous insects and poisonous barbed plants that often ensnare any warm-blooded creature that is unfortunate or unwise enough to enter its murky channels. Its eastern border with Eru and the Hammerlands is markedly less hostile than the western or central regions, and access to inland territories is often attempted by smaller boats.

THE HELOTRY OF OGIA

The mountains and broken hills of Ogia mark the limit of Drakkarim invasion before the Darklords arrived to take control. Deep below its barren soil, a multitude of evil creatures have survived since the fall of Agarash the Damned. Many were enslaved by the Drakkarim and were use to build the city of Xanar, from which they launched their raids on the rich river-valleys of northern Talestria.



THE DOOMLANDS OF NAAROS

Formerly the seat of the greatest, most evil dynasty that has ever ruled upon Magnamund, Naaros is now no more than a desolate wasteland of blackened ash and heat-fused rock. A vast chasm marks the site of the ancient city, and deep within there lurk the last remaining survivors of this once-powerful realm.



LONE WOLF: An elegy by Lydia Dockerill (Magnakai Tutelary)

Lone Wolf men called him;
Lone Wolf, the last of his kind,
A warrior élite of Sommerlund,
His destiny to find.

To avenge his massacred brethren;
Defeat the Darkness he must,
To become a Magnakai Master,
To keep with them his trust.

He alone wields the Sommerswerd,
For him alone it obeys,
Protects him against the evil-ones,
Which the brave Kai slays.
Through fire and ice he journeys,
Through the bottomless Chasm of Doom,
Through the Kingdoms of Terror,
To end the endless gloom.

Holder of the Lorestones,
To whom, their wisdom gave,
Lone Wolf the strength and power
Of Magnamund, to save.
Held within his spirit;
Held within his soul,
Lone Wolf must find his destiny
And reach his final goal.

The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: GREG SMITH
Age: 17
Address: England
Hobbies: RPGs, sci-fi, American comics.
Would like to contact David Lewis of Hendon, from the Battle Day on 22nd March 1987.

Name: CAROLINE REDVERS-JONES
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, swimming, riding, Computers (C64).
Would like a boy / girl pen-pal of similar age / interests.

Name: DANIEL BESSER
Age: 12
Address: England
Hobbies: Computers (C64), reading and RPGs.
Would like a pen-pal (boy / girl) who can swap computer games and RPGs.

Name: ANDREW VOLK
Age: 13
Address: England
Hobbies: Computers, Tolkien, chemistry.
Would like a pen-pal (boy / girl) aged 13–15 with similar interests. Photo with first letter, please.

Name: ANDREW SHEPHERD
Age: 11
Address: England
Hobbies: Lone Wolf, gamebook writing, stamp collecting, metal miniatures, reading and drawing.
Would like a boy pen-pal aged 11–13 with similar interests.

Name: IAN UTLEY
Age: 15
Address: England
Hobbies: Rugby, Queen, James Herbert.
Would like a pen-pal (boy or girl)—any age or interests.

Name: SARAH REDVERS-JONES
Age: 11
Address: England
Hobbies: Lone Wolf, chemistry, computers, sports, writing, postcard & stamp collecting.
Would like a boy / girl pen-pal who likes sport and who has similar interests. Age 11–13.

Name: JAMES ROBSON
Age: 12
Address: England
Hobbies: Lone Wolf, Way of the Tiger, computers (48K Spectrum), darts, birds.
Would like a boy pen-pal aged 11–13 with similar interests.

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:

YOUR HOBBIES / INTERESTS

.....

TYPE OF PEN-PAL YOU WOULD LIKE

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

Flight from the Dark

PART TWO

ART: Sean Doran
SCRIPT: Jim Clarke
LETTERING: Sean Doran

SOME HOURS LATER WHILE
TRAVELING TO THE FOREST..



I SENSE ONE OF
MY COUNTRYMEN
IS IN MORTAL DANGER!
I MUST HELP HIM!!!



LONE WOLF RAN THROUGH
THE FOREST.... TO FIND...

TRUBLE!

A MAGICIAN FROM THE
GUILD AT TORAN,
DEFENDING THE RUINS
OF RAUMAS!! HE
NEEDS THE HELP OF A
KAI WARRIOR!

DARG!
DARG! AZGAD!



THE ALLIES FOUGHT BRAVELY
AS THE GIAKS SCATTERED...

THANK YOU KAI LORD!
I COULD NOT HAVE HELD
THEM MUCH LONGER!!



LONE WOLF



AFTERWARDS...

I WAS SENT TO YOUR MONASTERY WITH THIS LETTER BUT WAS WAYLAID BY THESE GNAKS!

ALL MY COMRADES DEAD, BETRAYED BY A TORAN WIZARD. THIS VONOTAR WILL RUE THE DAY HE BETRAYED SOMMERLUND!!



THE KAI DEAD?



I AM THE LAST! I AM LONE WOLF!



AND I, BANEDON. I MUST RETURN TO MY GUILD TO MAKE READY FOR WAR! TAKE MY PENDANT, IT WILL BRING LUCK!

ART © SEAN DORAN 1987



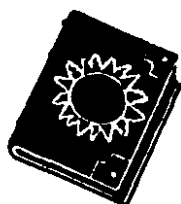
IF THERE'S A TORAN MAGICIAN WORKING WITH THE DARKLORDS - I'LL NEED IT!!

BATTLE ON
ALEMA
BRIDGE: NEXT

**LONE WOLF**

ORDER FORM

LONE WOLF CLUB MEMBERS have the EXCLUSIVE opportunity to purchase individual titles, or complete sets, in the LONE WOLF, GREY STAR & COMBAT HEROES series, signed by author—JOE DEVER.



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| 6 | £1.15p | £1.60p |
| 7+ | £1.42p | £1.80p |

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Make your cheques / postal orders payable to:
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No.
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TO ORDER: Just fill in your name and address in the space below, and indicate how many books you require. Send the completed form (or a copy), together with a cheque or postal order for the correct amount (made payable to the Lone Wolf Club) to:

LONE WOLF CLUB, BOOK 11 OFFER, Beaver Books, Brookmount House, 62–65 Chandos Place, Covent Garden, London, WC2N 4NW, England.

NAME _____

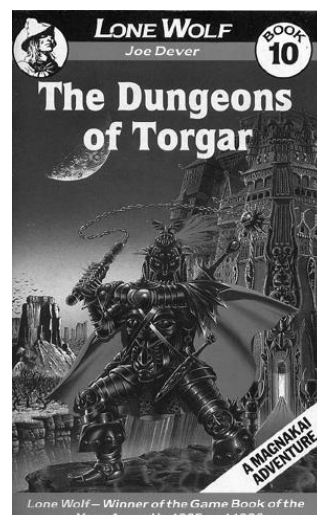
ADDRESS _____

POSTCODE: _____

THE DUNEGONS OF TORGAR by Joe Dever, pub. date 6th August 1987. Price £2.25. Non-UK/BFPO members please add 0.60p per book p&p and allow 3 weeks for delivery

ORDER FORM

No. of books req'd: _____
(£2.25 each)





The winner of the Diamond Word Puzzle Competition which featured in the New Year's Special 1987 was:

BRIAN FOWLER of PETERBOROUGH

whose winning entry was the first to be drawn at random from over three-hundred entries received by the competition completion date: 1st MAY '87. Brian won a Head Sports Holdall. The next three correct entries chosen at random were sent in by the following Kai Masters:

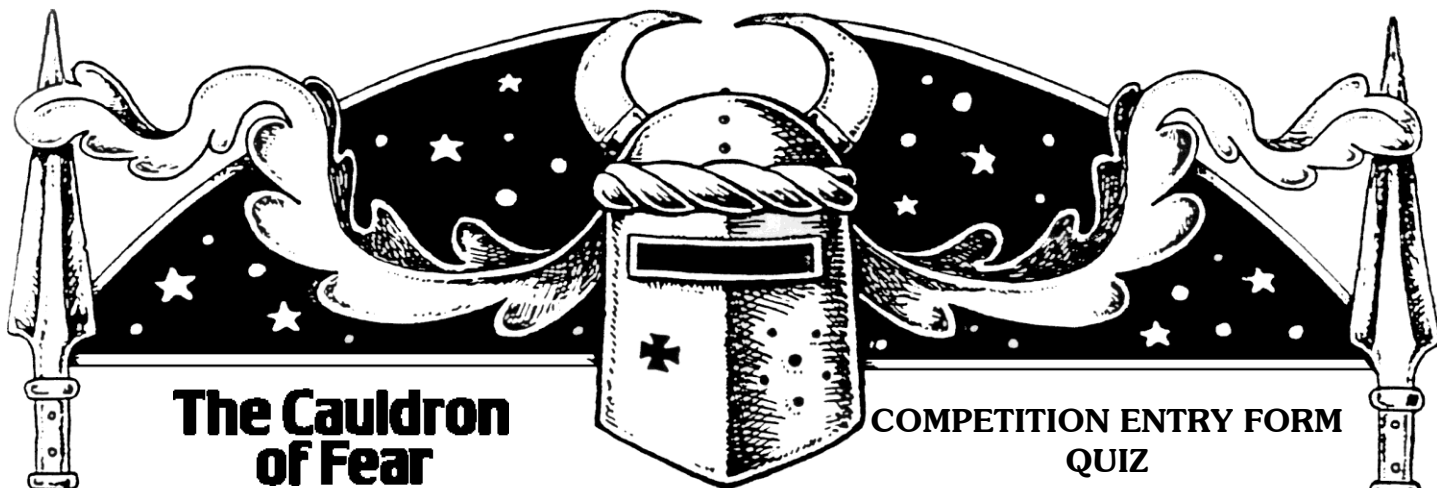
JONATHAN LAWSON of TAUNTON
ROBERT BLIDGEN of BARNSELY
GARY FRINTON of NOTTINGHAM

They each received Parker ‘Jotter Specials’—deluxe, stainless steel pens. In answer to the Diamond Puzzle, here is Brian’s winning entry:

| | | | | | | | |
|----|--------|--------|--------|--------|--------|--------|--------|
| | 1 ↓ | 2 ↓ | 3 ↓ | 4 ↓ | 5 ↓ | 6 ↓ | 7 ↓ |
| 1→ | | | | L | | | |
| 2→ | | | S | E | T | | |
| 3→ | | S | T | O | R | E | |
| 4→ | L | E | O | P | A | R | D |
| 5→ | | T | R | A | C | E | |
| 6→ | | | E | R | E | | |
| 7→ | | | | D | | | |

KAI MASTER: ORDER OF MERIT The following Kai Masters are just a few of the entrants who sent in correctly completed forms: Scott Abel, Emma Fisk, Michael Anderson, Paul Gee, Alan McIntosh, Mark Holm, N. Hajdu, Dermot Orr, Chris Tinning, Chris Askham, Michael Bennett, Peter Wilkinson, Pat Briggs, Derek Jenkins, Timothy Bateman, Andrew Seymour, Shaun Johnson, Gavin Booth, Andy Patterson, Anthony Leaton, Michael Gray, David Kinghorn, Jason Cowley, Davis Wraight, Simon Wheble, David Maggs, David Brewster, David Collins, Michael Bareford, Luke Adams, James Taylor, Simon Jennings, Anil Patel, Lewis Eddings, Fraser MacDonald, Jonathan Malard, Paul Cutter, Gregory Troat, Robert McLaughlan, Patsy

Bennett, Alan Shipman, Rob Ryan, Jason Dyson, Scott Grant, Ian Bradbury, Paul Fox, Lynton Foulkes, Janet Taning, Graham Sound, Kim Pressbury, John Dorling, David Kent, Dennis Potts



The Cauldron of Fear

COMPETITION ENTRY FORM QUIZ

Following the publication of Lone Wolf book 9 'The Cauldron of Fear', it has proved to be one of the best selling titles so far in the Lone Wolf saga. This issue, we're basing the competition around the events and details contained in 'The Cauldron of Fear'. All you have to do is answer the questions correctly, in the spaces provided, fill in your name, address and Kai rank, and send the completed form to the club, c/o the address shown below.

All entries must be submitted no later than 28th August 1987. Any received after this date will not be counted so be sure to get your entry in as soon as possible. The winner and runners-up will be notified by post no later than 15th September 1987.

THE PRIZE: The first correct entry, drawn at random from those received by the closing date, will win a PHILIPS D3142P CLOCK / RADIO. The next three correct entries will win personally dedicated photos, framed and signed by Joe Dever.



1. HOW MANY SENATORS OF ANARI, EXCLUDING THE PRESIDENT, SIT IN THE ANARIUM?
2. IN WHICH DISTRICT OF TAHOU IS THE CAULDRON TO BE FOUND?
3. WHO SUPPLIES THE ANARIAN ARMY WITH ITS EQUIPMENT?
4. WHAT IS THE ANARIAN SYMBOL OF LAW & ORDER?
5. WHAT COLOUR UNIFORMS DO DELDENIAN MERCENARIES WEAR?
6. WHO IS THE CHIEF MAGISTRATE OF TAHOU?
7. WHAT DOES BOZA SMELL LIKE?
8. WHAT IS MISSING IN AN ANARIAN TAVERN?
9. NAME THE THREE COUNTRIES WHO COME TO ANARI'S AID
10. WHAT IS THE NAME OF CHIBAN'S WIFE?



NAME..... KAI RANK.....

ADDRESS.....

..... POSTCODE..... AGE.....

Send your completed entry to: THE LONE WOLF CLUB (NYS87), Beaver Books,
Brookmount House, 62-65 Chandos Place, London. WC2N 4NW

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21 August 2009

0. Preamble

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1.0

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